SERVER CONTROL OF PEER TO PEER COMMUNICATIONS

Abstract of the Disclosure

A server provides a secure environment for establishing peer-to-peer communications between clients. When two clients of the server wish to establish peer-to-peer communication, they first connect to the server. The server authenticates each client and provides information to authenticated clients to enable them to establish peer-to-peer communication. Any client who abuses the peer-to-peer communication privileges can lose the right to be authenticated. In an exemplary embodiment, the server is a game server and the clients joining in playing games, preferably using voiced-based peer-to-peer communication. Different levels of authorization may be granted to different clients, to limit the interaction between clients.